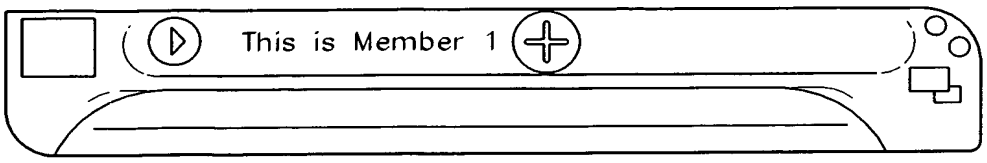

FIG. 1A

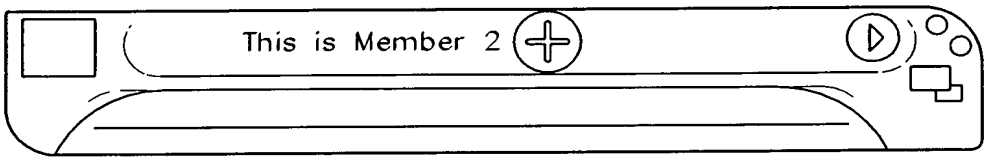

FIG. 1B

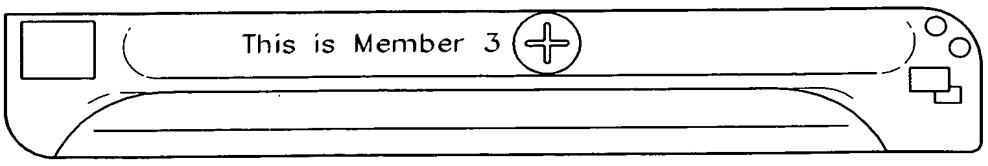

FIG. 1C

```
[SKIN1]
Application=RealJukebox
Version=2.0


PlayShow=1
RecordShow=0
PauseShow=0
StopShow=0
PreviousShow=0
NextShow=0
ContinueShow=0
ShuffleShow=0
MuteShow=0
VolShow=0
PosShow=0
MenuShow=0
ExitShow=0
MinimizeShow=0
RealLogoShow=0
PlayStatusShow=0
RecordStatusShow=0


PlayTopLeft=60,2


;Control 1 is a button
Control1Image=Change.bmp
Control1TopLeft=220,1
Control1IsButton=1
Control1Change Skin=<+>


;Control 2 is an image that
;identifies the skin
Control2TopLeft=110,8
Control2Image=Member1.bmp
```

```
[SKIN2]
Application=RealJukebox
Version=2.0


PlayShow=1
RecordShow=0
PauseShow=0
StopShow=0
PreviousShow=0
NextShow=0
ContinueShow=0
ShuffleShow=0
MuteShow=0
VolShow=0
PosShow=0
MenuShow=0
ExitShow=0
MinimizeShow=0
RealLogoShow=0
PlayStatusShow=0
RecordStatusShow=0


PlayTopLeft=360,2


;Control 1 is a button
Control1Image=Change.bmp
Control1TopLeft=220,1
Control1IsButton=1
Control1Change Skin=<+>


;Control 2 is an image that
;identifies the skin
Control2TopLeft=110,8
Control2Image=Member2.bmp
```

```
[SKIN3]
Application=RealJukebox
Version=2.0


PlayShow=0
RecordShow=0
PauseShow=0
StopShow=0
PreviousShow=0
NextShow=0
ContinueShow=0
ShuffleShow=0
MuteShow=0
VolShow=0
PosShow=0
MenuShow=0
ExitShow=0
MinimizeShow=0
RealLogoShow=0
PlayStatusShow=0
RecordStatusShow=0




;Control 1 is a button
Control1Image=Change.bmp
Control1TopLeft=220,1
Control1IsButton=1
Control1Change Skin=<+>


;Control 2 is an image that
;identifies the skin
Control2TopLeft=110,8
Control2Image=Member3.bmp
```

FIG. 2

```
[MAIN]
Application=RealJukebox
Version=2.0


SkinFamilyCount=3
SkinFamilyName=SampleSkin


;Only show Play Button
;  hide other controls


PlayShow=1


RecordShow=0
PauseShow=0
StopShow=0
PreviousShow=0
NextShow=0
ContinueShow=0
ShuffleShow=0
MuteShow=0
VolShow=0
PosShow=0
MenuShow=0
ExitShow=0
MinimizeShow=0
RealLogoShow=0
PlayStatusShow=0
RecordStatusShow=0


;Control 1 is a button that
;cycles through the family
members
Control1Image=Change.bmp
Control1TopLeft=220,1
Control1IsButton=1
Control1ChangeSkin=<+>


;Control 2 is an image that
;identifies the current family
member
Control2TopLeft=110,8
```

```
[SampleSkin1]
PlayTopLeft=60,2


Control2Image=Member1.bmp
```

```
[SampleSkin2]
PlayTopLeft=360,2


Control2Image=Member2.bmp
```

```
[SampleSkin3]
PlayTopLeft=0


Control2Image=Member3.bmp
```

FIG. 3

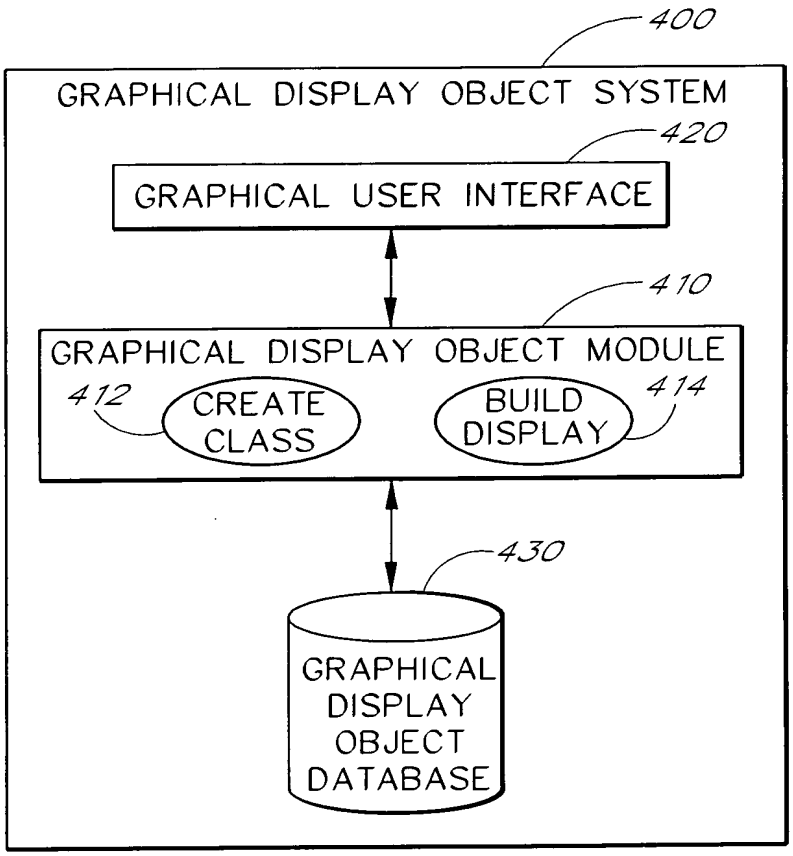
400
GRAPHICAL DISPLAY OBJECT SYSTEM
420
GRAPHICAL USER INTERFACE
410
GRAPHICAL DISPLAY OBJECT MODULE
412
CREATE CLASS
414
BUILD DISPLAY
430
GRAPHICAL DISPLAY OBJECT DATABASE

FIG. 4

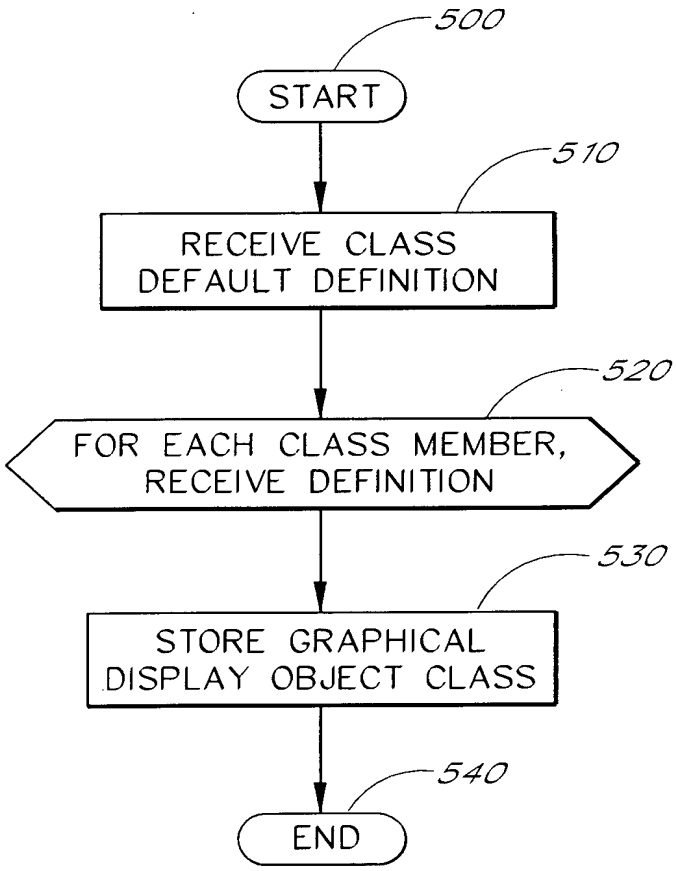
500
START
510
RECEIVE CLASS DEFAULT DEFINITION
520
FOR EACH CLASS MEMBER, RECEIVE DEFINITION
530
STORE GRAPHICAL DISPLAY OBJECT CLASS
540
END

FIG. 5

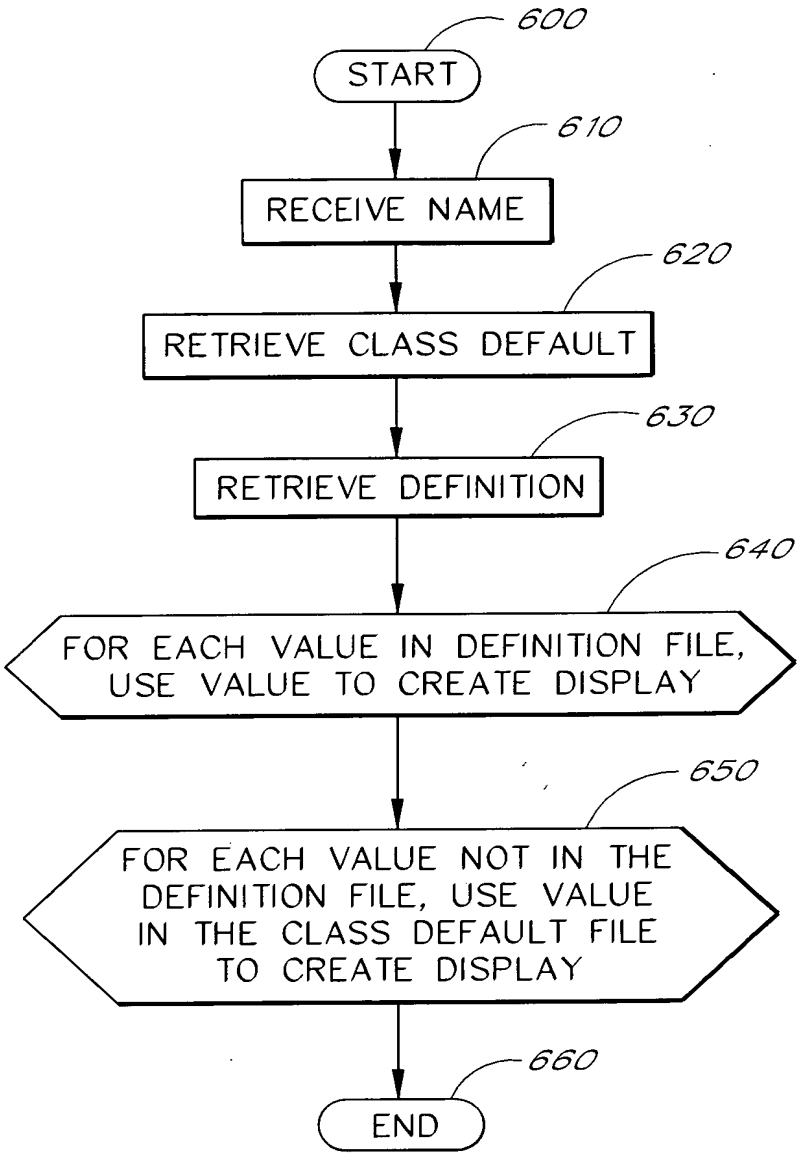
600
START
610
RECEIVE NAME
620
RETRIEVE CLASS DEFAULT
630
RETRIEVE DEFINITION
640
FOR EACH VALUE IN DEFINITION FILE, USE VALUE TO CREATE DISPLAY
650
FOR EACH VALUE NOT IN THE DEFINITION FILE, USE VALUE IN THE CLASS DEFAULT FILE TO CREATE DISPLAY
660
END

FIG. 6